

1 This listing of claims will replace all prior versions, and listings, of claims
2 in the application:

3
4 **Listing of Claims**

5
6 Claim 1 (Original): A gaming system comprising:
7 a host that receives game controller data and determines quality of service
8 (QOS) on the received game controller data, wherein transmission power
9 management at the game controller is based on the QOS of the received game
10 controller data; and

11 a game controller that transmits the game controller data to the host,
12 receives host data from the host and determines QOS on the received host data,
13 wherein reception power management at the game controller is based on the QOS
14 of the received host data.

15
16 Claim 2 (Original): The gaming system as recited in claim 1,
17 wherein the host instructs the game controller to decrement transmission power at
18 the game controller if the host determines that QOS on the received game
19 controller data is acceptable.

20
21 Claim 3 (Original): The gaming system as recited in claim 1,
22 wherein the host instructs the game controller to increment transmission power at
23 the game controller if the host determines that QOS on the received game
24 controller data is not acceptable.

1 Claim 4 (Original): The gaming system as recited in claim 1,
2 wherein the game controller decrements receiver sensitivity at the game controller
3 if the game controller determines that QOS on the received host data is acceptable.
4

5 Claim 5 (Original): The gaming system as recited in claim 1,
6 wherein the game controller increments receiver sensitivity at the game controller
7 if the game controller determines that QOS on the received host data is not
8 acceptable.
9

10 Claim 6 (Original): The gaming system as recited in claim 1,
11 wherein the host and game controller comprise wireless interfaces to establish a
12 wireless link to transmit and receive the host data and game controller data.
13

14 Claim 7 (Original): The gaming system as recited in claim 6,
15 wherein the wireless interfaces are comprised of radio frequency (RF) wireless
16 technology.
17

18 Claim 8 (Original): The gaming system as recited in claim 1,
19 wherein the QOS is based on error correcting using checksums on received data
20 that includes one or more of the following: text data, data packet header data, and
21 voice data.
22
23
24
25

1 Claim 9 (Original): The gaming system as recited in claim 1,
2 wherein the host comprises:
3 a processor; and
4 an interface to receive game controller data, coupled to the processor,
5 wherein the processor determines if the game controller data has been correctly
6 received.

7
8 Claim 10 (Original): The gaming system as recited in claim 1,
9 wherein the game controller comprises:
10 a processor;
11 an interface to receive host data, coupled to the processor, wherein the
12 processor determines if the host data has been correctly received.

13
14 Claim 11 (Original): The gaming system as recited in claim 1,
15 wherein the host comprises one of a game console or a personal computer.

16
17 Claim 12 (Original): A game controller that adjusts reception power
18 based on quality of service (QOS) of received data from a host, and adjusts
19 transmission power based on feedback from the host.

20
21 Claim 13 (Original): The game controller as recited in claim 12,
22 wherein the feedback from the host is based on QOS of data transmitted by the
23 game controller and received by the host.

1 Claim 14 (Original): A game controller as recited in claim 12,
2 embodied as a general-purpose controller with one or more multi-function
3 actuators.

4
5 Claim 15 (Original): A host in a gaming system that determines QOS
6 of data received from a game controller and provides feedback to the game
7 controller to adjust transmission power at the game controller based on the QOS
8 determination.

9
10 Claim 16 (Original): A method to adjust communication power of a
11 game controller comprising:
12 receiving data from a host;
13 determining if data from the host is correctly received ; and
14 changing receiver sensitivity based on the determining if data from the host
15 is correctly received.

16
17 Claim 17 (Original): The method as recited in claim 16, wherein the
18 receiving is through a wireless link.

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20 Claim 18 (Original): The method as recited in claim 16, wherein the
21 determining is based on at least one of the following data: text data, header data,
22 error correcting data, and voice data.

1 Claim 19 (Original): The method as recited in claim 16, wherein the
2 changing decrements receiver sensitivity if the received data is determined to be
3 not correct.

4
5 Claim 20 (Original): The method of claim 16 further comprising
6 changing transmission power based on feedback from the host.

7
8 Claim 21 (Original): The method of claim 20 wherein the feedback is
9 based on a determination by the host of whether data received from the game
10 controller is correct.

11
12 Claim 22 (Original): One or more computer-readable media
13 comprising computer-executable instructions that, when executed, perform the
14 method as recited in claim 16.

15
16 Claim 23 (Original): A game controller that performs the method as
17 recited in claim 16.

18
19 Claim 24 (Original): A method to adjust communication power of a
20 game controller comprising:

21 receiving data from the game controller;
22 determining quality of service (QOS) of the received data from the game
23 controller; and
24 providing feedback regarding how to adjust transmission power to the game
25 controller based on the QOS determination.

1
2 Claim 25 (Previously presented): The method as recited in claim 24,
3 wherein the receiving is performed through a wireless link between a host and
4 game controller.
5

6 Claim 26 (Original): The method as recited in claim 24, wherein the
7 determining is based on one or more of the following QOS metrics: text data,
8 header data, error correcting data, and voice data.
9

10 Claim 27 (Original): The method as recited in claim 24, wherein the
11 providing feedback instructs the game controller to decrement transmission power
12 if QOS is determined to be acceptable and instructs the game controller to
13 increment reception power if QOS is determined to be not acceptable.
14

15 Claim 28 (Original): One or more computer-readable media
16 comprising computer-executable instructions that, when executed, perform the
17 method as recited in claim 24.
18

19 Claim 29 (Original): A host that performs the method as recited in
20 claim 24.
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1 Claim 30 (Original): For use with a gaming system, a storage
2 medium having instructions that, when executed on the gaming system, causes the
3 gaming system to perform acts comprising:

4 determining QOS of data communicated between a host and one or more
5 game controllers;

6 adjusting receiver sensitivity in the game controllers based on QOS
7 determination of host data received at each of the game controllers; and

8 adjusting transmission power in each of the game controllers based on QOS
9 determination of game controller data received by the host from each of the game
10 controllers.

11
12 Claim 31 (Original): A storage medium as recited in claim 30,
13 wherein the determining QOS is based on one or more of the following metrics:
14 data received, error correcting on data received, header data, and voice data.

15
16 Claim 32 (Original): A storage medium as recited in claim 30,
17 wherein the determining QOS of data is performed on data that is communicated
18 through wireless communication links between the host and game controllers.

1 Claim 33 (Previously presented): A gaming system comprising:
2 means for exchanging data between a host and a game controller;
3 means for determining QOS of host data received by the game controller;
4 means for determining QOS of game controller data received by the host;
5 and
6 means for changing communication power levels in a game controller,
7 wherein transmission power is changed based on the QOS determination of the
8 game controller data and receiver sensitivity is changed based on the QOS
9 determination of the host data.

10
11 Claim 34 (Original): The gaming system as recited in claim 33
12 wherein the means for exchanging data is performed through a wireless link.

13 A method comprising:
14 maintaining associations between keywords and multimedia objects, the
15 associations being weighted to indicate how relevant the keywords are to the
16 multimedia objects;
17 retrieving a set of one or more multimedia objects for presentation to a user;
18 monitoring feedback from the user as to which of the multimedia objects
19 are relevant; and
20 adjusting the weights of the associations based on the user's feedback.